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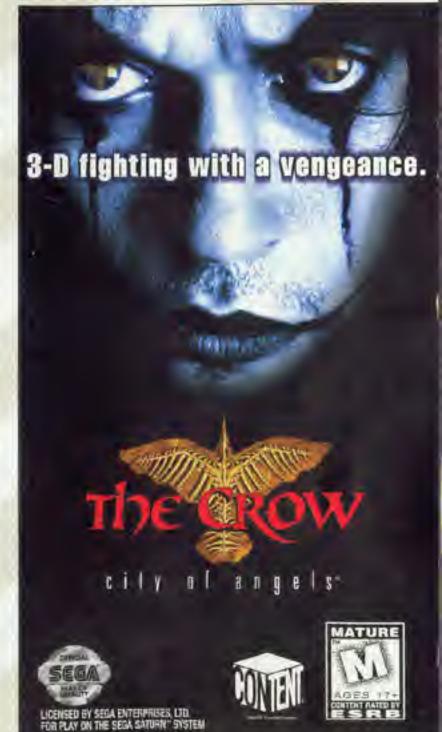
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### DEATH IS A DEADLY ILLUSION

Ashe

Once you thought the worst thing that could happen was to die, until a bunch of twisted punks killed you. Now you know the truth. There are worse things than dying. Like having your soul trapped between the worlds of light and death. Now your non-life takes on a desperate

You must find and destroy those who cast you into this hellish half-lit zone of junkies, bikers, and killing illusions. Sarah, a kind-hearted artist, is the one person you can trust. But can she trust you? Rely on you? You've got to destroy scum like Curve and Nemo, deal with the menacing Kali, survive the surreal Day of the Dead festival and, with a little help, vanquish Judah, the evil being who started your soul solitaling into this ungodly nightmare...

### STARTING UP

- Set up your Sega Satum system as described in its instruction manual Plug in Control Pag 1.
  - Note: The Crow City of Angels 1's for one player.
- Place the Crow City of Angels disc,
   label side up, in the wall of the CD tray
   and close the I'd.
- 3. Turn on the TV or monitor and the Sega

  Saturn The Sega Salurn logo appears on screen.

  (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

Important: Your Sega Saturn." CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn, system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc, and wiping straight out toward the edge.

After a brief introduction (press
the START BUTTON to bypass
the introduction), you will see a
title screen featuring the Main
Menu Highlight your choice by
pressing UP or DOWN on the
D-PAD, then press the START
or A BUTTON to select it



# OPTIONS

START GAME to begin your journey into the nightmarish City of Angels.

#### CONTINUE GAME At

various times during the game you will be given a password which allows you to resume play at that level. To resume play from where you lost your last incamation, go to Continue. At the password screen, enter the correct bassword for the level you wish to play at.

To set game options, highlight an option, then press LEFT or RIGHT to toggle settings.

MUSIC LEVEL Set the music volume by moving the slider.

SOUND EFFECTS LEVEL Set the sound effects volume by moving the slider.

<u>DIFFICULTY</u> Choose among 3 settings the highest being the hardest.

CONFIGURE CONTROLS. Set your controls to suit your taste. Press the START or A BUTTON to get to the Controls Screen, then toggle to one of 3 setups. Press START to return to the Options Menu.

MAIN MENU Highlight this and press
START or A to return to the Main Menu.



DEMO To see a brief game demp.

CREDITS Take a minute to check out the talented people who worked to bring this game to life

### GAME FEATURES

#### Game screen

HEALTH METERS Ashe's health appears in a meter at the top left of the screen. As it empties, he becomes weaker. When it is empty, Ashe has lost all of his "afterlives" and the game is over.

DIRECTION INDICATOR At certain times in the game, a crowsymbol will direct you where to go next.

HEALTH / INCARNATIONS REMAINING Ashe starts out with 3 chances to redeem his sout. These appear as bars in the Health Mater. When one is depleted, the number of bars in the Health Mater reflect how many remain.

COMPLETION WARNING You only have limited time to complete an area before the Crow icon in the top center of the screen begins to disintegrate. As this happens, Ashe becomes weaker and his foes stronger.



### DEFAULT CONTROLS

POWER UPS

Health



Restore partial energy to Ashe's health meter



### Moving in a 3D environment

Moving in three dimensions can take a little getting used to. Practice navigating by pressing the various D-PAD directions. Remember that UP will move Ashe forward in the direction he is facing. Change direction by pressing LEFT or RIGHT on the D-PAD.

RUN X BUTTON

CROUCH Z BUTTON

CLIMBING Occurs automatically when Ashe is moved close to stairs or a ladder he can climb.

UPPERCUT UP + PUNCH

RIGHT BACKHAND RIGHT D-PAD + PUNCH LEFT BACKHAND LEFT D-PAD + PUNCH SPINNING KICK RIGHT OR LEFT + KICK BACKWARDS "MULE" KICK DOWN + KICK

BACKFLIP Tap DOWN twice to do a backflip.

SPECIAL MOVES Press the X BUTTON to grab and throw an enemy.

When a boss has been grabbed, various D-PAD movements will execute a special move that will make 'em wish they hadn't messed with you.

### WEAPONS

Ashe will come across the following weapons and useful items. To pick up or discard a weapon, press the A BUTTON. To use a weapon, press the PUNCH button.



### Knife

Cut through the craziness with this honed blade.



### Bat

Try batting 1,000 against your enemies!



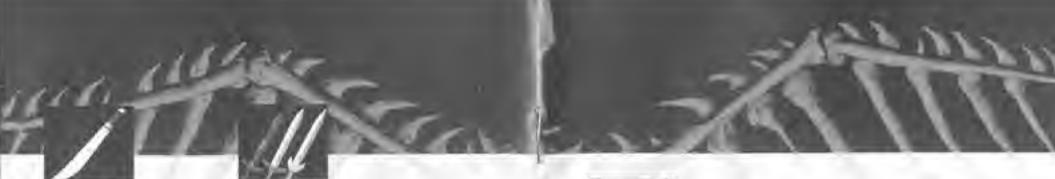
#### Bottles

These can be thrown at or smastled over the heads of enemies



### Pipe

Bashing away at an enemy with this will really drain some energyl



### Machete

Hack your way to a high score with this broadbladed knife.



Machine Gun

A fully-automatic sub machine gun can dispatch lots of losers!



Pistol

This six shot revolver is a handy ventilator.



Molotov Cocktails

Treat your foes to a blazing barbecuel Come in get it!

### Sword

Slash your enemies to oblivion!



Shotgun

A pump-action 12 gauge can make a pretty pattern!



Ammo

Get extra ammo for whichever gun you're holding by walking over this icon.



Exploding Skulls

These human skulls hold thousands of termented souls from the Borderlands, just waiting to explode!



Crow Bar

You wouldn't want to get hit with this

#### OTHER ITEMS:



Crate for throwing



Barrel for throwing

# PAUSING THE GAME

Press the START BUTTON at any time to pause the game.
You may resume play by pressing START or A when YES is highlighted. To guil a game and return to the title screen, highlight NO and press START or A.

### LEVELS

#### Tavern >

The game begins at a waterside tavem in the City of Angels. You'll find that this biker bar is full of would-be tough guys eager to meas with your mind—and your "body!" Explore every nook and cranny to discover where the action is.



### ■ Pier

Your struggles continue dackside, where some scummy dope-fiends try to get under your skin.



### ■Ship

This docked ship is crawling with danger—knife-throwing thugs, some nasty dudes with machine guns and areas that crackle with menace....



### **◀**Tomb

Drawn by your desire to know the truth of your fate (are you really

dead?), you seek the answer in the boneyard. On the way, a group of crazed cultists assaults you. And folks say death is peaceful! You'll have to de-program these losers the hard way—and make it permanent!

### ■ Graveyard

At last, you come upon what you hoped—and dreaded—to find: your grave! But there's no time to ponder the odd twist of fate that brought you here. As you enter a

mausoleum, the cultists continue the attack. It's all you can do to battle through to the supposed sanctum of the church....



#### ◆ Church

There's something unholy in this house of worship. Overrun by cult members, it's now a gantlet Ashe must master if he hopes to regain his soul.



### Day Of The Dead ▶

The Mexican Day of The Dead festival is a colorful and disturbing celebration, especially for Ashe. His hopes of uniting with his spirited friend Sarah are dampened by the creeps that seem to come at him from all sides as he tries to make his way through tha festival to Sarah's apartment. He finally arrives, only to discover a lurking foe. From there he wanders about the tawdry underground. world of the City of Angels: peep shows, lattoo parlors, all the wors! the city has to offer.





### ▲ Second Coming Club

Still seeking answers, but now seeking Sarah as well. Ashe enters the Second Coming Club. A few of the patrons are bent on his destruction, and they don't hide their intentions!



### ■ Judah's Tower

Sarah has been kidnapped to lure Ashe. to the lair of Judah, the sinister figure behind his torment. He doesn't want to aled his host to his

impending intrusion, so Ashe must climb up the outer windows before getting to the elevator which will bring him to the lower. Once he enters the top floor, a world of wicked illusion and demons is his reward. He must make his way to the lower in order to confront Judah—and destroy him!

### Borderlands

In a new selting more like death than life, the monstrous maynem continues, as Judah sets his demons after Ashe in a shadow world where only a fierce will can help him survive!

### Finale

If you get this far, you'll need no further guidancs....

### CHARACTERS



SPIDER MONKEY

This drug making junkhound is helping undah build an empire out of misery. Too bad he's so fond of his own product!



NEMO
This dull but dangerous pervert can cause some real trouble!



### CURVE

Is it the sinister smile or the cut of his knife that gives the repulsive Curve his name?



KALI

A deadly and demented assailant, Kall owns a deserved reputation as a too street warner and assassint



SARAH

A lovely artist who recognizes that Ashe is suffering, Sarah is Ashe's link to understanding this dilemma!



ASHE

His search for peace prope's him into ever-more compelling confrontations, until he is able to destroy Judahl



JUDAH

The underworld never runs out of those who would pay any price to rule it, and Judah is one who will test Ashe beyond the bounds of mere pain!

